

CLAIMS

What is claimed is:

1. A graphics processing method, comprising the steps of:
- (a.) performing 3D-graphics rendering in a graphics accelerator subsystem, using a dedicated graphics memory as primary memory for rendering accelerator logic;
 - (b.) using a system main memory as additional memory to hold textures required by said rendering accelerator logic; and
 - (c.) when textures required by said rendering accelerator logic are not present in said dedicated graphics memory, then either
downloading said textures from main memory into said graphics memory, or
selectively, when commanded by a software application, allowing said accelerator
logic to read textures directly from said main memory without downloading
them into said graphics memory.
2. A graphics processing chip, comprising:
- a graphics accelerator chip comprising rendering acceleration logic; and
 - software, integrated on said chip, which has a user accessible mechanism in place to
do logical-to-physical mapping into a main system memory.